

MODEL 910

**SIX-TRAK EXPANSION SOFTWARE
FOR MODEL 64 SEQUENCER**

OPERATION MANUAL

by Stanley Jung Leib

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GETTING STARTED

This Model 910 Expansion Software Master Diskette contains three new programs which make your Six-Trak synthesizer more versatile. This manual takes you step-by-step through each operation offered by this Model 910 Master Diskette.

Program Mode

A Six-Trak program is the set of 35 PARAMETER values which create a specific sound. Normally, to change (edit) the sound, you have to enter the PARAMETER number, then turn the VALUE knob.

This PROGRAM MODE option makes editing much easier. It displays on the TV (or CRT) a replica of a synthesizer control panel (similar to that on page 7-2 of the Six-Trak Operation Manual). On this panel, it shows each parameter value as the physical setting of a knob or switch. To edit, you use the Six-Trak's MOD and PITCH wheels.

Super Patch Mode

Normally when the Six-Trak's sequencer is off, all six voices play the same program. When you use the sequencer, multiple timbres are recorded one track at a time.

The SUPER PATCH option allows you to record up to 100 different custom keyboard modes. You can divide the keyboard into two or three separate sections and assign one or more voices (with the same or different programs) to each section. For example, you might want to have a bass program in the lowest octave, use the next octave for two or three accompanying ("comping") voices, then use the upper two octaves for a solo line which could also voice two or three different programs simultaneously!

Multi-timbral Sequencer

This program provides easy-to-use multi-timbral sequencing for the Six-Trak.

Initialize Data Diskette

This final option is not for operation, but a convenience for preparing diskettes for storing your programs, super patches, and sequences.

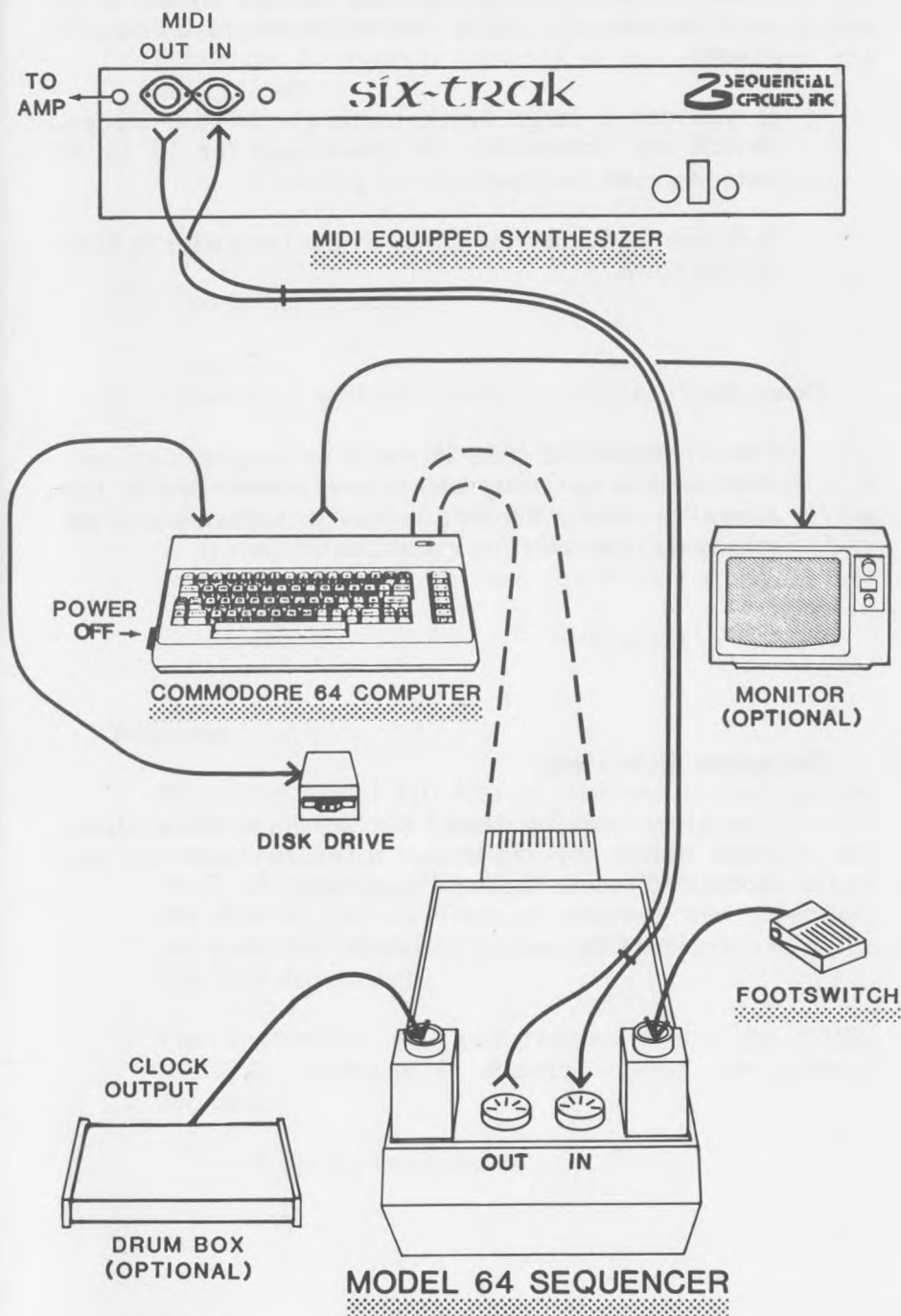
Equipment Needed

SCI Model 64 Sequencer Cartridge
Commodore Computer and Power Supply
Monitor (or TV)
Commodore Floppy Disk Drive
2 MIDI cables
SCI Model 610 Six-Trak Synthesizer
Audio Cable and Sound System, or Headphones
EXP910 Master Diskette (included in this package)
Data Diskette (initialized or not)
Footswitch for 64 Sequencer

Setup

Switch power off to all of your equipment before disconnecting or connecting any cables.

Connect your system as shown on the next page.



Power On

With everything now connected, switch all the units on. The order in which you switch them on doesn't matter.

If you get a large blank rectangle on the screen, switch the Commodore 64 power off for 15 to 30 seconds, then back on.

It is normal for all the LEDs on the cartridge to blink at this time.

Drum Box?

The 64 Sequencer asks if you are using a drum box. Whether you are using one or not, answer NO at this time. (The Multi-Timbral Sequencer software will ask you again, later.)

Press N

Sequencer Main Menu

This gives you the Model 64 Sequencer Main Menu, from which any expansion software (such as this Model 910 product) can be selected.

Press E

OK to Load?

When you see this message you should check that the drive power switch is on, the Model 910 Master Diskette is properly inserted in the drive, and the door closed.

Press Y
(Pressing N returns you to the main menu.)

Are You Using A Disk?

Press Y.
(Pressing N will just waste your time.)

If there is a "DISK ACCESS ERROR", check that the Model 910 Master Diskette (not a Data Diskette) is properly inserted in the drive, and try again. (Press Y. It may be necessary to reset the Commodore 64 by switching power off then back on after a few moments.)

Welcome

While the Model 910 Master Diskette is loading, you will see a "welcome" message which reminds you that when working with Model 910 menus, you use the MOD wheel on the Six-Trak as a "cursor" to select the desired option. Then to activate that selection, you press the Model 64 Sequencer footswitch (not the Six-Trak footswitch).

The footswitch will not respond while the "DISK ACCESS" message is showing. When the prompt appears:

Press footswitch.

EXPANSION MAIN MENU

** MODEL 910 EXPANSION SOFTWARE **

** MAIN MENU **

Here are the three expansion program options, plus the diskette initialization "utility." Each option is covered in a separate section, below.

Before using the expansion software options, you may want to take the time now to initialize several diskettes to have on hand for storing expansion data (and for backup). Instructions for this option are on the next page.

When using any of these options, the computer will always tell you when to remove and insert Master or Data diskettes from the drive. To initialize a diskette, or store program, super patch, or sequence data, you will have to remove the Master Diskette from the drive, to make way for the Data Diskette. If the Master Diskette has been removed, when you select one of the other expansion options the computer will ask for the Master Diskette back.

Select desired option.

Press footswitch.

For SUPER PATCH MODE, see page 20.

For PROGRAM MODE, see page 12.

For MULTI-TIMBRAL SEQUENCER MODE, see page 28.

INITIALIZE DATA DISKETTE

Use this option to prepare a blank diskette for storing data, or for erasing a used diskette. (It is not necessary to erase a diskette before saving data on it.)

From the Expansion Main Menu:

Select "INITIALIZE A DATA DISK".

Notice that your initialization choice is at first set to NO. To proceed, you have to intentionally select YES (with the MOD wheel).

Remove the EXP910 Master Diskette from the drive. (It is write-protected--the edge slot is taped--so that it can't be accidentally erased.)

Select YES

Press footswitch

If the data diskette to be initialized is new, remove any write-protect tape from over the slot on the edge.

Insert diskette into drive.

Press footswitch

"DISK ACCESS" will display while the diskette is being initialized.

If "DISK ERROR" appears, the diskette may not be properly inserted into the drive, or it is write-protected (tab over slot). (Or there may be a hardware problem--but if the Master Diskette has just loaded, this is unlikely.)

When initialization is done, the computer will return to the Expansion Main Menu. To initialize another diskette, repeat.

PROGRAM MODE

From the Expansion Main Menu:

Select "GO INTO SIXTRAK PROGRAMS MODE".

Press footswitch.

The computer may ask you to insert the Master Diskette.

Help

You should read this information at least once. (The same HELP information can be called-up in SUPER-PATCH MODE.)

For PROGRAM MODE, the most important things to remember are:

When you change control settings on the screen, you are actually editing that program in the Six-Trak.

The diskette holds 100 programs, 00 - 99. When you go to store a program, the computer will ask you to give it a number. Just as with normal operation, the new program will be recorded over the previous program under that number.

Play A Program

This option is a good place to start. It can display the control settings for any of the programs currently in the Six-Trak.

From the Six-trak Programs Menu, select "PLAY A PROGRAM" (with MOD wheel).

Press footswitch.

Here is the synthesizer control panel. Notice that the program number (initially 00) is displayed in the lower right corner, under PRG. All the controls are set analogously to their parameter values.

Select desired programs on the Six-Trak.

When you switch programs, the control positions change to reflect their current settings.

When done viewing programs, press footswitch.

Modify an Existing Program

This option is for editing one program currently in the Six-Trak.

From the Six-Trak Programs Menu, select "MODIFY AN EXISTING PROGRAM"

Press footswitch.

You are now told to select a program number.

Enter program number.

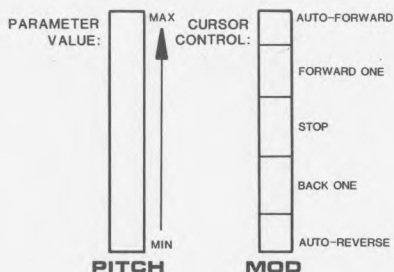
Your program number will appear on the screen. (If you make a mistake, just enter the correct two digits.)

Press footswitch.

Here is the synthesizer control panel. All the controls are set analogously to their parameter values.

Depending on the current setting of the MOD wheel, the FREQUENCY CRSE knob may be blinking, or you may see the controls blink as the cursor moves across them. When a control blinks, this indicates that its parameter value can be adjusted.

You control the cursor movement by setting the MOD wheel to one of five positions:



To move forward along the control panel, move the wheel up. To reverse, move the wheel down.

Position the cursor over the desired control (for example, any knob).

Raise or lower the PITCH wheel.

You can see the knob turning. Cute, huh? Your Six-Trak now has an informative new control panel.

Play the Six-Trak while editing.

To select the other parameter controls, use the MOD wheel.

When you want to record the edited program:

Press footswitch.

A screen will appear, asking you to confirm that you want to record the program.

Press Y or N

If Y, enter program number.

To store the edited program, select SAVE ONE PROGRAM TO DISK.

Cursor Shortcuts

After you have familiarized yourself with basic operation of this program, try using the Commodore 64 cursor and function keys as shortcuts for moving the cursor:

<u>Key</u>	<u>Cursor Action</u>
CRSR left/right	moves forward
CRSR up/down	moves backward
F1	moves to COARSE FREQUENCY
F3	moves to MIXER
F5	moves to LFO AMOUNT
F7	moves to FILTER ENVELOPE ATTACK

Build A New Program

From the Six-Trak Programs Menu, select
"BUILD A NEW PROGRAM"

Press footswitch.

This option gives you a control panel with all controls
set for a basic program.

Edit controls as desired, using MOD and
PITCH wheels.

Press footswitch.

Here is your opportunity to assign a program number
to this sound.

Enter two digits. They will be displayed.

The keyboard will not play this program until you
press footswitch.

Press footswitch.

You return to the Program Menu. The Six-Trak is now
programmed with this sound. It can also be stored on
diskette using "SAVE ONE PROGRAM TO DISK."

Save One Program to Diskette

Use this option to store programs created under either "BUILD" or "MODIFY".

From the Six-Trak Programs Menu, select "SAVE ONE PROGRAM TO DISK".

Press footswitch.

Note that EXIT is initially selected to help prevent accidental recording.

Use MOD wheel to select "PROGRAM # YOU WANT TO SAVE".

In response to the "ENTER..." prompt, enter the program number to be recorded. It will be displayed.

Select "NUMBER TO SAVE IT UNDER".

When prompt appears, enter program number for saving. (This can be the same number or different.)

Select EXECUTE SAVE.

Press footswitch.

"DISK ACCESS..." will appear while the program is being saved. When done, the computer will return to the Six-Trak Programs Menu.

Save 100 Programs to Diskette

From the Six-Trak Programs Menu, select "SAVE 100 PROGRAMS TO DISK".

Press footswitch.

You are warned that proceeding will save all of the Six-Trak programs over any already stored on the diskette.

Select "SAVE..."

Press footswitch.

"DISK ACCESS..." will appear while the programs are being saved. When done, the computer will return to the Six-Trak Programs Menu.

Load 100 Programs from Diskette

From the Six-Trak Programs Menu, select "LOAD 100 SIX-TRAK PROGRAMS FROM DISK".

Press footswitch.

You are warned that proceeding will replace all of the Six-Trak programs with those from the diskette.

Select "LOAD..."

Press footswitch.

"DISK ACCESS..." will appear while the programs are loading. When done, the computer will return to the Six-Trak Programs Menu.

SUPER-PATCH MODE

From the Expansion Main Menu:

Select "GO INTO SUPER-PATCH MODE"

Press footswitch.

The computer may ask you to insert the Master Diskette, even if it is already in the drive.

Help

This on-screen information is the same which can be called from PROGRAM MODE. For SUPER-PATCH MODE, the most important things to remember are:

When you first turn on the Commodore 64, there are no Super-Patches in it. You have to load them from your Data Diskette.

But before you can load Super-Patches, you have to first create them and store them on diskette. (See "INVENT..." and "SAVE...")

Each Data Diskette holds 100 Super-Patches, 00 - 99. When you go to store a Super-Patch, the computer will ask you to give it a number. Just as with normal program operation, the new Super-Patch will be recorded over the previous Super-Patch under that number on the diskette.

Invent a New Super-Patch

You can't do anything with Super-Patches if they don't yet exist. So let's start here.

From the Super-Patch Menu, select "INVENT A NEW SUPER PATCH".

Press footswitch.

This gives you a picture of the Six-Trak's keyboard.

Split Keyboard?—NO

The EXIT option on this screen will return you to the Super-Patch Menu.

Assuming you don't want to do that, you can decide to split the keyboard or not. Again, let's look at the simplest choices first (not split).

On the screen, the 1 above the lowest C means that the whole keyboard will be referred to as Section 1 since the keyboard is not split. (If the keyboard is later split, a "2" and "3" will identify the split sections.)

If you say NO to SPLIT?, you will be able to go on to select four options for the non-split keyboard mode:

With NO selected, press footswitch.

You now have these keyboard mode choices:

- 1 key plays 6 programs (like STACK MODE)
- 2 keys each play 3 programs
- 3 keys each play 2 programs
- 6 keys each play 1 program (normal homophonic)

With any of these options, the programs you assign to one key will automatically be assigned to the other(s). For example, if you have selected the second option and you select programs 13, 47, and 86, both keys will play these programs.

Select the desired keyboard option, with the MOD wheel.

Press footswitch.

Depending on the selected option, you will see 1, 2, or 3 boxes which represent keys, or there will be a list of six program numbers (all 00 at first).

Inside the boxes are room for 6, 3, or 2 program numbers, also depending on the selected option. The program numbers you select for the first box (key) will be placed inside any other boxes (that is, assigned to the other keys), when you press the footswitch.

Enter first program number.

This doesn't have to be the lowest one you are going to use--any order of program numbers is OK.

Press footswitch.

If you have selected the six-key/one program (homophonic) option, the same program numbers will be automatically inserted for the other five voices.

Enter remaining program numbers.

When the boxes are filled, the screen will prompt you to play the Six-Trak, to hear what you've done.

If the result is the sound you want:

Select EVERYTHING OK (with the MOD wheel).

Press footswitch.

This menu gives the opportunity to give this Super-Patch a number for later saving to diskette.

Enter a two-digit number for this Super-Patch.

Press footswitch.

You'll return to the Super-Patch Menu. To save the Super Patch from the computer memory where it now sits, to diskette, use the "SAVE ONE SUPER-PATCH..." option.

Note: If you don't save these Super Patches to diskette, they will be erased when the Commodore 64 power is turned off!

Returning to the "PLAY KEYBOARD..." screen, what if rather than save this Super-Patch, you didn't like it. You could either exit (which erases it), or modify it.

The "MODIFY..." option allows you to use the MOD wheel to select the voices, then enter a new program number with the 10-key pad.

Select MODIFY...

Press footswitch

Modify (edit) the key program numbers by using the MOD wheel to select the voice, and entering the new program number on the 10-key pad.

When this Super-Patch is how you want it, select "EVERYTHING OK..." and go on to save the Super Patch as before.

Split Keyboard?-YES

Now suppose you want to "INVENT" a Super-Patch, with a split keyboard.

With YES selected, press footswitch.

The screen now shows the keyboard as before, but as you press any one or two keys, you'll see it divide into the corresponding sections on the screen. Try it!

While holding the appropriate keys to divide up the sections you need, press footswitch.

Now the keyboard is divided and you will be able to assign several voices to each section. Note that if there are three sections, the maximum number of voices assignable to any one section is four. This is because each of the other two sections require at least one voice.

Select number of voices for the sections, and press footswitch.

When each voice assignment is made, a place will be made on the screen for you to later put in the program numbers under each section. Any voices not assigned to the first one or two keyboard sections will be automatically allocated to the third section.

At the end of this procedure you are asked whether the keyboard division and voice assignment is OK. If not, you'll select NO and return to the beginning, to reassign voices to this split. (If the split points also need to be changed, you can exit and use the MODIFY option.)

Select YES, and press footswitch.

Now for each keyboard section, you can select a key/voice combination similar to what you did when the keyboard was not split, then save (EVERYTHING OK), MODIFY, or erase (EXIT), as before.

Modify An Existing Super Patch

This option available from the Super-Patch Menu is basically the same as the one you have already seen under INVENT. The only difference is that the INVENT-MODIFY operates on the Super-Patch currently being invented, while this MODIFY begins with an additional screen which allows you to select any Super-Patch.

Play Super-Patches

Now that you have created some Super Patches, you can select them for play with this option.

If when prompted, you enter the number of a Super-Patch which does not yet exist, the computer will let you know.

Have fun!

Save One Super-Patch to Diskette

Use this option to store Super-Patches created under either "INVENT" or "MODIFY".

From the Super-Patch Menu, select "SAVE ONE SUPER-PATCH TO DISK".

Press footswitch.

Note that EXIT is initially selected to help prevent accidental recording.

Use MOD wheel to select "SUPER-PATCH # YOU WANT TO SAVE".

In response to the "ENTER..." prompt, enter the Super-Patch number to be recorded. It will be displayed.

Select "NUMBER TO SAVE IT UNDER".

When prompt appears, enter Super-Patch number for saving. (This can be the same number or different.)

Select EXECUTE SAVE.

Press footswitch.

"DISK ACCESS..." will appear while the Super-Patch is being saved. When done, the computer will return to the Six-Trak Programs Menu.

If you haven't removed the Master Diskette, the computer will also let you know. But in this case you will be returned to the Super-Patch Menu and will have to reselect the SAVE option.

Load 100 Super-Patches from Diskette

From the Super-Patch Menu, select "LOAD 100 SUPER-PATCHES FROM DISK".

Press footswitch.

You are warned that proceeding will replace all of the Six-Trak Super-Patches with those from the diskette.

Select "LOAD..."

Press footswitch.

"DISK ACCESS..." will appear while the Super-Patches are loading. When done, the computer will return to the Six-Trak Programs Menu.

MULTI-TIMBRAL SEQUENCER

From the Expansion Main Menu:

Select "USE MULTI-TIMBRAL SEQUENCER".

Press footswitch.

The first screen reminds you of some of the principle functions of the sequencer.

Select CONTINUE.

Press footswitch.

Drum Box?

The 910 Sequencer asks if you are using a drum box. If you are, answering YES will bring a reminder to set the Model 64 Clock Pulse setting to match the drum box. (For instructions, see page 4 of the Model 64 Operation Manual, CM64A.)

Select YES or NO and continue.

One or Two Six-Traks?

This sequencer has six tracks per sequence. Any of the Six-Trak voices can be assigned to one of these tracks. If two Six-Traks are available, this does not give you a twelve-track sequencer. However it does give you twelve voices to assign to six tracks. The extra voices can be used to create more polyphonic tracks (that is, tracks to which more than one voice are assigned) or UNISON tracks (which will fatten the sound).

If a second instrument is at hand, select 2 and follow the instructions telling you to switch the two units to MIDI channels 3 and 9. (On the Six-Trak, select PARAMETER #36 and adjust VALUE for desired channel number.)

Normally, you'll:

Select 1, then press footswitch.

Sequencer Main Menu

Now you have four basic choices. Normally you'll first select, create, and edit some sequences. Then you'll store them as a set, assigning the set number at that time. You can then later load any sequence set from the diskette.

Exiting, of course, takes you back to the 910 Main Menu. However, because exiting clears the current sequence set, this option is protected by a screen which asks if you are sure you want to do this.

Select Sequence

Select the desired SEQUENCE # (with MOD wheel), then press footswitch.

The screen which appears shows the selected SEQUENCE number, the number of NOTES REMAINING, and a table which shows under each TRACK number the program number and number of voices assigned to the track, and if UNISON is on.

Below this are options for each action which can be performed on this sequence. These are explained on the following pages in the order they appear.

The final option, exiting, merely returns you to the Sequencer Main Menu.

Record Track

When this option is selected, you'll be asked which of the six tracks you want to record.

After the track is selected, the sequencer will tell you whether that track has already been recorded or not. If the track has already been recorded, you are specifically asked to confirm that you want to record over it.

The sequencer then asks you how many voices are to be assigned to this track.

After telling the sequencer how many voices to use for this track, it will ask you for the number of the program which all the voices now assigned to that track will play. Like all program selections, this choice is made using the Six-Trak 10-key pad.

After selecting the program number for the track, you are given the choice to put the voices in UNISON mode. Normally, if you assign more than one voice to a track it will be because you want to record intervals (two notes) or chords (more than two notes) on it. However, if you switch UNISON on, playing one note will play all of the voices assigned to that track simultaneously. This technique "fattens" the sound (compared to a single voice).

In the track table an asterisk will appear under those tracks for which you switch UNISON on.

The sequencer will then tell you that recording can be started either by playing or by starting the drum box (if used).

Note: To exit at this point, without recording anything, press the footswitch.

Play or start drum box.

If this is the first track being recorded for this sequence, to stop recording, press the footswitch.

Press footswitch. All recorded tracks will play back.

To stop playback, press footswitch.

You'll return to the Sequencer Action menu.

To record more tracks, repeat this basic process.

Beginning a Sequence with a Rest

When a drum box is being used, it is possible to begin recording with a rest so that the sequence will start, for example, after any drum pattern "intro". To do this, after you start the drum box, press "F7". When the drum "intro" pattern is done, play the keyboard as if recording normally.

Play Sequence

This option is pretty straightforward. When you press the footswitch either the sequence will start, or you'll receive a prompt to start your drum box (if used). (To exit, instead of starting the drum box, press the footswitch.)

Stop Sequence

The sequence will loop until the footswitch is pressed. Or, to make the sequence stop exactly at the end of this loop, press "F1".

Adjust Playback Tempo

When no drum box is used, you can adjust the playback tempo by pressing the + or - keys (on the Commodore 64).

Erase Track

This option is also simple. You can select any of the tracks, or exit. Be sure to make the correct choice, or else it's gone forever.

Mute Track

During sequence playback only, it is possible to mute any track so that it is not heard (but not erased).

Start the sequence.

Press a key, 1 - 6, on the Commodore 64, corresponding to the track to be muted (or unmuted—it toggles on/off).

Tracks remain muted until unmuted or until playback is stopped.

In Mute mode, there is a way to quickly unmute all tracks:

Press "0" (on the Commodore 64).

Auto Correct Track

This option is similar to the Model 64. If you are not using a drum box, this option is not available.

Auto-correction is a very handy feature which may take some practice to master. Basically, it allows you to control the degree of precision with which sequenced notes are synchronized to the drum box. (Most drum boxes have auto- or error-correction capacity for their own notes, so you may already be familiar with this concept.)

Auto-correct is used after the track has been recorded.

After selecting the track, you are given a list of note values for auto correction. You select the note value desired. The beginning of all notes will be corrected to the the nearest beat of the selected note. Auto-correction does not affect the endings of notes.

Once a sequence has been corrected, it can't be "uncorrected" (unless you copy the original). So you are given a chance to confirm the choice before the sequence is actually corrected.

Copy Sequence

This option allows you to either double the length of a sequence by copying it to itself, or to copy a sequence under another number (in the same set). You'll be warned when copying will erase an existing sequence.

Transpose Sequence

Transposition also works similarly to the Model 64. You press a key up or down from middle C, to offset the sequence. Transposition can be edited into songs (see Song Mode, below).

Change Track's Program (Timbre)

This is easy. The track must already be recorded. Select the track, then enter the new program number.

Go To Song Mode

Song mode allows you to link sequences together in any order. Under "CREATE SONG", as you select sequence numbers they will appear in a row at the top of the screen. Up to 26 selections can be made.

If you make an error, you can move backwards with the "GO BACK" option.

When done, select "STOP CREATING SONG", to return to the Song Menu. You can then play the song or edit it.

The edit option allows you to individually access each sequence selection (event) in the song using the PITCH wheel.

After selecting the desired event, you select the desired option with the MOD wheel. This can either be a new sequence number, REMOVE or INSERT, as in the Model 64, or Transpose.

If you transpose a sequence, the offset key will show under the event in the table.

Using "PLAYBACK...", you can edit the song to either play once or loop.

Hidden Function in Song Mode

If you do not activate this function, one Song is recorded per sequence set (Song #1). But you can actually create four songs per set. In Song Mode:

Hold "x" on the Commodore 64.

Select "CREATE SONG" option.

Press footswitch.

A screen will appear, asking you to assign a number (1 - 4) to this song being created.

This Song will remain selected until a new selection is made or you exit Sequencer Mode.

Load Sequence Set from Diskette

When this option is selected from the Sequencer Main Menu, a screen will appear allowing you to choose the sequence set # to be loaded.

Save Sequence Set to Diskette

When this option is selected from the Sequencer Main Menu, a screen will appear allowing you to choose the sequence set # to be saved.

If a set already exists under the chosen number, you'll be warned that this save will erase the previous set.

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MODEL 910 OPERATION NOTES

The Six-Trak must be switched to MIDI channel 3. If this is not done, the software will not work.

(To check the channel number on a Six-Trak, select PARAMETER #36. If necessary, adjust VALUE.)

To "escape" the Model 910 software, you must switch power off.

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